AEGEAN VOYAGE ™

SET SAIL

In AEGEAN VOYAGE you'll cast off from your home port of Athens. As you navigate your ships through the mysterious waters of the Aegean Sea, you'll search for hidden treasures buried on Greek Islands.

To uncover these great treasures you must carefully dock your ships and question the all-knowing Oracle. Take note of his words and heed his advice.

But watch out! The Aegean is a tricky place filled with storms, clashing rocks, angry gods and monsters lurking on seemingly tranquil islands.

AEGEAN VOYAGE is thrilling, rewarding and dangerous. But if you're clever you'll connect the clues, gather the treasures and reach your destinations unharmed.

AEGEAN VOYAGE helps players exercise deductive reasoning and learn to plan strategies by analyzing choices. It also improves memory and concentration and introduces many of the characters and places in Greek Mythology.

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Welcome, adventurer, to your AEGEAN VOYAGE. You will experience a world unlike anything at home or school. The islands you will visit contain strange and wonderful things. Some are dangerous, and will require the best survival talents you possess. With a little luck, some courage, and a lot of skill you will return to Athens a famous, wealthy explorer. But you can only succeed if you begin.

Continue your journey through the adventures contained in these pages. The Oracle foresees that you will find them an exciting introduction to the classical world. We have created for you a list of predictions about what you will find in this booklet, and have called this chart the Table of Contents.
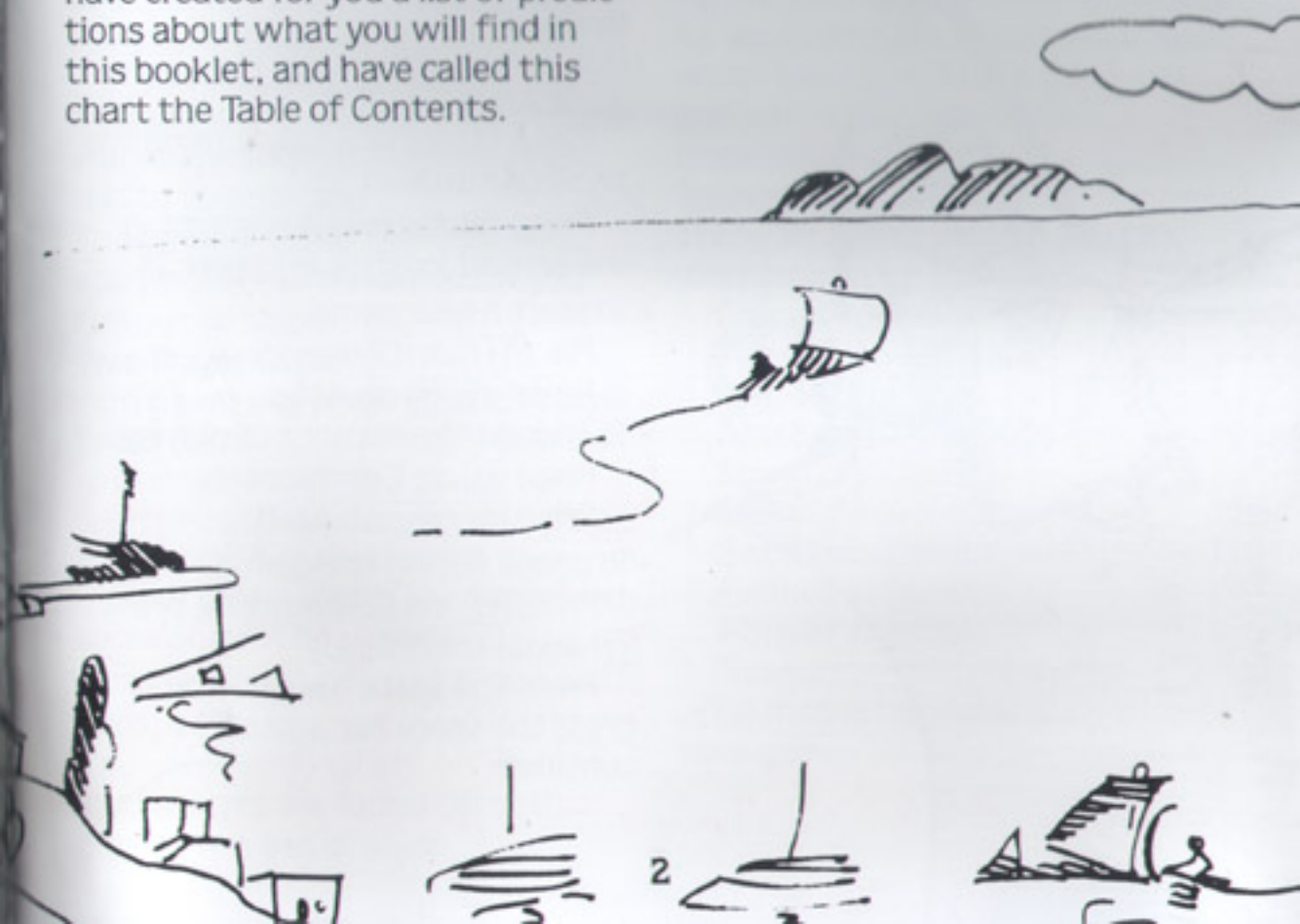
GETTING STARTED

Atari® and Commodore 64™ Computers

1. Turn off the computer.
2. Plug the joystick into port 1. For two players, plug the joysticks into ports 1 and 2.
3. Put the cartridge in the cartridge slot. (If you are using an Atari 800 computer, place the cartridge in the left slot.)
4. Turn the computer on. After the title appears, a short demonstration of the game will play until you're ready to start.
5. Press ① or ② to begin play.

HOW TO PLAY

Object of the Game

Travel from your home port of Athens into the Aegean Sea to discover the treasures of ancient Greece. As you sail from island to island, remember the Oracle's clues because they will help you in your search for hidden treasures.

Watch out for creatures that lurk on the islands, for they will try to sink your ship. And beware of sea hazards!

Score points by collecting treasures. If your ship sinks, a new ship appears at Athens, ready to sail. Change your points into drachmae (Greek currency) when you need to buy another ship.

Options

• One or two players can play AEGEAN VOYAGE.

Press ① for one player (plug the joystick into port 1).

Press ② for two players (plug the second joystick into port 2).

• To start a new game:
Press f1 on Commodore.
Press START on Atari.

• To change the number of players:
Press f3 on Commodore.
Press OPTION on Atari.

• To pause during the game:
Press f7 on Commodore; press f7 again to continue.
Press the **space bar** on Atari; press the **space bar** again to continue.

One-Player Game

To begin, press [1] on the keyboard.

You start the game with three ships. Using the joystick, guide your ship to an island harbor and dock. Do not touch land with your ship, or it will crash and sink. Be sure to avoid rocks in the harbor.

Once you have docked, the name of the island will appear. An Oracle will then give you clues. Use these clues to figure out which islands have treasures and which have creatures. Think of a way to keep track of the clues.

Decide whether or not you wish to search an island. Press [Y] to search, or [N] to avoid searching.

If you search, you will find either a treasure or a creature. A creature will sink your ship. A treasure will add to your points.

The game ends when:
you find all the treasures OR you run out of ships.

Two-Player Game

In a two-player game, each player takes turns. A turn ends when a ship sinks, or when a player has searched an island, or when a player has docked but decided not to search.

Each player starts the game with three ships. The player with the most points at the end of the game wins.

The game ends when:
all treasures are found OR both players run out of ships

The Oracle

The Oracle's clues contain two kinds of information: they describe another island, and they tell what creatures like or dislike.

When you dock at an island, the Oracle will always give you at least one clue. It will be a clue about an island. For instance, "Delos is muddy."

Sometimes the Oracle will give you an additional clue, which will be about a creature. For instance, "Creatures like steep islands."

The Oracle will never give you a clue about the island at which you're docked.

As you play, remember the clues. You might wish to write them down. As you collect clues, you can predict which islands will have treasures and which islands will have creatures.

Treasures and Scoring

These are the treasures you can discover in your travels:

Chariot of Apollo
The Golden Apples
Lyre of Orpheus
Amphora of the Gods
Shield of Achilles
Mask of Agamemnon
Sword of Theseus
Helmet of Perseus
Horn of Athena

Treasures—and creatures— appear on different islands in each new game.

The value of each treasure changes from game to game. Each game contains:

three treasures worth 100 drachmae

three treasures worth 200 drachmae

two treasures worth 300 drachmae

one treasure—the Perilous Prize—worth 500 drachmae

If you wish to know how many drachmae you have won at any point in the game, press the joystick button when it's your turn. The game will pause, and your score appears on the screen. Press C to continue playing the game.

Perilous Prize

In each game, one island contains a treasure that is guarded over by a creature. This treasure is the Perilous Prize.

To search an island for the Perilous Prize without being destroyed by the creature, you must have the Protective Treasure.

There will be one special clue that will tell you what the Protective Treasure is. For instance, "The Shield of Achilles will protect you." In this case, players must find the Shield of Achilles before they can win the Perilous Prize. In a two-player game, both players can win the Protective Treasure. However, only one player may capture the Perilous Prize.

Sea Hazards

As you sail on the open sea, dangers may befall your ship. Poseidon may blow you off course with his vicious storms, or Zeus may hurl bolts of lightning down from the heavens. Steer your ship carefully to survive these hazards.

Buying Ships

When you lose your last ship, the Oracle will check your score. If you have at least 400 drachmae, the Oracle will appear and ask whether you want to buy a new ship. If you want a ship, press Y for yes. If you don't want a ship, press N for no. If you do not buy a ship the Oracle will give you your final score.
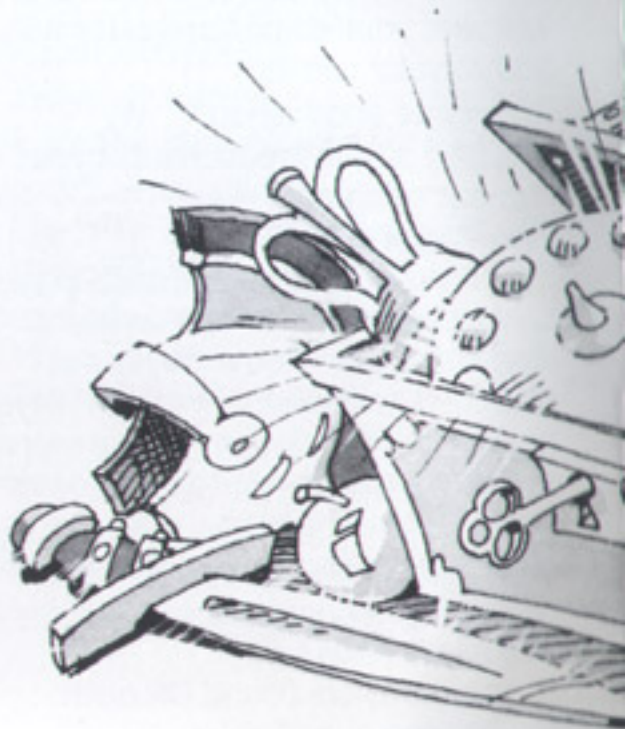
Other Joyce Hakansson products that are available from Spinnaker include:

ALF IN THE COLOR CAVES™

Help ALF wriggle through the tunnels past the Wufflegumps. Get him safely through the color caves, and he'll dance for you!

Educational Value: As children maneuver ALF through the maze, they improve their routing and prediction skills. ALF also helps them understand cause-and-effect relationships. Ages 3–6.

BUBBLE BURST™

It's BUBBLE BURST! Those pesky Zeboingers want to spoil Soapie's bubblebath fun—and she's counting on you to help her!

Educational Value: BUBBLE BURST helps children develop prediction, strategy and pattern-recognition skills. It also helps them understand cause-and-effect relationships. Ages 4–8.

JUKEBOX™

Dance your way to fame and fortune in the fast paced world of music.

Educational Value: JUKEBOX sharpens your ability to predict outcomes and plan strategies while challenging your memory and concentration skills. Ages 8–Adult.

RANCH™

RANCH! Create and animate wild west scenes with a slew of critters, characters, and shapes. Git along and have fun!

Educational Value: RANCH encourages children to experiment creatively with composition, design and spatial relationships. It also teaches them to select, retrieve, and manipulate information using a simple command menu. Ages 5–10.

These products are available on cartridge for Atari® and Commodore 64™ computers.

Joyce Hakansson Associates, Inc., creator of AEGEAN VOYAGE, is a team of artists, musicians, educators, programmers, writers and game specialists working together to bring excellence and excitement into young people's computer games.

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